

vsUMap< KEY, VALUE * >

```
classDiagram
    class vsUMap {
        <KEY, VALUE*>
    }
    class Hashtable {
        <KEY, VALUE, SIZ>
        +GetAll()
        +Get()
        +Put()
        +Delete()
        +hash()
        +hash()
        +hash()
    }
    vsUMap <|-- Hashtable
```

The diagram shows a class hierarchy. At the top is the 'vsUMap' class, which is an abstract class with a template parameter '< KEY, VALUE * >'. Below it is the 'Hashtable' class, which inherits from 'vsUMap' as indicated by a blue arrow with an open triangle head. The 'Hashtable' class has its own template parameters '< KEY, VALUE, SIZ >' and a list of methods: '+ GetAll()', '+ Get()', '+ Put()', '+ Delete()', and three instances of '+ hash()'. The 'Hashtable' class is shaded gray, while 'vsUMap' is white.

Hashtable< KEY, VALUE,
SIZ >

+ GetAll()
+ Get()
+ Put()
+ Delete()
+ hash()
+ hash()
+ hash()